

# Europe Animation & VFX: Strategies, Trends & Opportunities (2022-26) (Includes Covid-19 impact & projections)

<https://marketpublishers.com/r/E8C3BB8BAB6CEN.html>

Date: January 2022

Pages: 454

Price: US\$ 7,000.00 (Single User License)

ID: E8C3BB8BAB6CEN

## Abstracts

### EXECUTIVE SUMMARY

The European animation industry is growing fast and an increasing number of films produced in Europe have attracted global audiences and are distributed worldwide. The boom in European animation can be attributed to the world class animation training schools, funding schemes, government tax incentives, Europe-wide as well as global collaborations through co-productions and availability of world class talent. Europe produces about 40 animation films every year. About 15% of European movie admissions goes into animation and one fifth of admissions to animation films in Europe goes to European productions. However the market is dominated by American films who garner about 70% of admissions. The trend is in favour of local European animation productions as far as TV animation series is concerned. There are over 300 children's channels in the EU as well as specific on-demand services for kids. Moreover about 65% of animation content in European TV channels is produced locally.

European animation productions targeted at television have achieved global success, however in the case of movies it is the major American studios which dominate the market. Film based content such as video or mobile games are on the upswing giving rise to new partnerships as well as new business and revenue models. Given the global economic crunch, producers need to diversify their sources of funding and explore sources such as co-productions, equity financing and other forms of loans.

The demand for animation, VFX and video gaming has expanded with the increase in targeted broadcasting hours by cable and satellite TV, availability of low cost internet access, penetration of mobile devices along with the growing popularity of streaming

video. In addition, the demand for Animation and VFX content to power immersive experiences such as Augmented Reality and Virtual Reality is growing exponentially. The rapid advancement of technology has made animation, VFX & games available to the masses, and this industry has become one of the fastest growing segments in the global media and entertainment market. We are increasingly seeing more of animation, VFX and games production taking place in a globally distributed mode. Production work is becoming global with countries as well as regions offering tax incentives, subsidies, financial support, regional low labor costs etc. and companies are cutting costs by setting up facilities in such regions. Cloud computing is playing a key role in character rendering and modeling processes as cloud based rendering of animation films is more effective and efficient as it reduces the time and cost compared to traditional rendering.

## MARKET SIZE

The market size of European Animation & VFX industry was US\$ XX billion in 2021

Most of the segments in the animation industry are growing at the rate of XX% YoY

The production cost per animation movie ranges anywhere between US\$ XX Million to US\$ YY Million

The spend on special effects as a percent of production cost in Europe is about XX%

## EMERGING TRENDS IN ANIMATION, VFX & VIDEO GAMES INDUSTRY

The combination of live action and animation will alter the form, as well as the content, of film animation.

Animation is no longer a profession limited to animators with increasing participation from computer professionals, programmers, technicians etc.

The evolution of visual effects (VFX), augmented reality (AR) and virtual reality (VR) technologies is dramatically changing both the creation and consumption of films, videos, games, and more.

Augmented Reality and Virtual Reality adoption will drive the demand for animation content.

Production work is moving around the world – tax incentives, regional low labor costs and subsidies put pressure on existing companies to reduce costs and set up facilities in tax advantaged or low cost regions.

Media consumption habits are changing rapidly, windows for film releases are narrowing, and follow-on markets are shifting from television, cable, DVD and rentals to streaming and digital downloads.

The international film market in several emerging markets is growing quickly and creating new opportunities. Regulations in several countries limit imported animation content without a certain amount of local participation and studios are collaborating with local partners to produce content.

Although 2D animation will survive, it will be largely in the form of hybrid 2D/3D animation. As well as reducing costs, using CGI for backgrounds allows for a more dynamic camera. The training offered to animators are biased in favor of CGI and so artists with traditional 2D skills are becoming harder to find.

The changing viewing habits favour short productions as a form of entertainment. The viewing habits generally favor short-form content that can be turned out quickly and cheaply.

Merchandise is already a major form of revenue generation for animated films and in future it could form a much larger share of revenues.

Artificial Intelligence, machine learning & deep learning are being leveraged to drive hyper-personalisation for video games.

Artificial Intelligence and Machine Learning based techniques are being used for in-game analytics, customer acquisition, retention, cross sell, churn, classify player behavior etc.

Micro-segmentation of fans is emerging as eSports leagues and tournament are consolidating various genres, platforms and viewing experiences by careful customer segmentation, targeting and positioning.

In video games, predictive analytics can be used to forecast when a player will stop playing, if a player will convert from a non-paying to a paying user, what types of items players will purchase, classify player behavior, etc.

Cloud Gaming services which are growing at an exponential pace would need the right pricing model to both drive adoption and generate sufficient returns for platforms and publishers.

The availability of low cost micro-payment systems is allowing users to pay for access or download small quantities of digital content and is the key for online games market to grow.

## **ANIMATION, VFX & VIDEO GAMES INDUSTRY RESEARCH**

Digital Vector is the world's most authoritative source for Animation, VFX & Video Games Industry research. The industry research, in publication since the year 2003 is the primary source of reference for leading global business executives, government leaders, product managers, researchers, analysts, academia and consultants. The report is the result of hundreds of man years of effort involving leading industry analysts with expertise across various aspects of the Animation, VFX & Games industry value chain. Digital Vector is the source for objective and actionable research to more than 700 plus global Fortune 1000 organizations in more than 40 countries across various value chain and industry functions.

Our research provides insights, information, advice and tools to achieve key priorities and enable the next wave of industry growth by enabling the key decision makers to take the right decisions. The research covers Animation, VFX and Video Games market across 60 plus countries, 6,000 plus Animation, VFX and Games studios and services companies as well as 200 plus animation and games software product companies. It is based on rigorous research methodology, which includes extensive Primary Research supported by in-depth Secondary Research using advanced quantitative and qualitative analysis.

Inputs and insights from our extensive network of Animation, VFX and Video Games industry service provider and consumer stakeholders gives clients a holistic picture of supply and demand they can only get from Digital Vector. Our research offers insights, expert analysis and forecasts about the Animation, VFX & Games industry including

value chain analysis, market sizing and forecasting, industry challenges, opportunities, strengths, business models, content demand market size, commercial models, cost structure analysis, talent supply and cost analysis, industry trend, segmentation, government policy analysis, competitive benchmarking, animation software product market analysis, industry eco-system analysis, company profiles, supplier analysis, distributor analysis and product launch strategies.

Clients use Digital Vector's industry research to find answers to questions such as:

What are the emerging market opportunities, market growth factors, annual growth numbers, market size, growth forecasts, content volumes, demand and supply volumes?

Understand the fast-emerging market opportunities and segments and differentiate between them based on size and annual growth.

What are the geography specific industry challenges, characteristics, opportunities and strengths?

What are the risks of entering a new market and how to manage them? How is the market expected to evolve and what could be the future options?

Industry demography of key geographies and their animation landscape

Early identification of changing market conditions and their impact on key industry factors

Benchmark key government policy frameworks across various global markets and make the right partnership choices to make best use of support, subsidies and incentives.

What strategies to adopt for multi-country content collaborations?

Create, formulate and validate business plans towards making a product/service launch or make a buy decision?

What are the key attributes of specific geographical markets and how are they expected to evolve?

Key metrics to measure the differentiators of the industry to succeed at local, regional and global scale

What technology and business model disruptions will impact the Animation, VFX and video games industry in the next 2-5 years? What kind of impact will they have?

## **METHODOLOGY**

Our methodologies and analysis techniques process large volumes of structured and unstructured data into actionable insights and recommendations which empower our clients to take effective business decisions. Our global network of industry experts have deep expertise across various aspects of the Animation, VFX and Video Games industry value chain such as production, pre and post production, technology, machine learning, outsourcing, software products, financial modelling, content marketing, sales, merchandising, content supply chain, distribution channels, risk analysis, studio management, human resource, finance, legal and policy.

## **PRIMARY AND SECONDARY DATA**

Primary data about the animation, VFX and video games industry are collected from animation and game studio managers, software product managers, directors, technology vendors, animators, game designers and developers, end users, academics, government officials, festival organisers, eSports organisers etc. Data is collected through periodic surveys and in-depth interviews (in-person, telephonic, email, video as well as chat based), with government officials, academics, and animation companies' managers. These are structured, unstructured and focused interviews conducted in formal, informal as well as open ended settings. Other sources of data and information include focus group discussions, trade visits, webinars, product demonstrations, as well as direct observation.

Secondary market research data sources include books and journals, annual reports, investment analyst reports, government policy notes, labour statistics, newspaper articles, census and statistical data, databases, trade, marketing and promotional literature, articles, surveys and other publications. The secondary market data is aided by Digital Vector's sophisticated market analysis tools, real-time data collection and aggregation software, proprietary databases and framework.

## MACHINE LEARNING BASED ANALYSIS

Digital Vector employs a wide range of research methods and employs multi-method analysis including quantitative, qualitative as well as network analysis. Our proprietary methodologies and analysis frameworks are powered by machine learning, natural language processing, quantitative modelling, trend analysis etc. Pattern recognition is adopted to analyse data from multiple sources to identify emerging patterns within markets, change parameters and simulate scenarios.

Our five-year market forecasts are aimed to provide decision makers with a detailed understanding of the Animation, VFX and Video Games industry. The forecasts are based on machine learning models built on input parameters specific to the characteristics of a particular market or a segment. The industry model parameters and assumptions are powered by several data sources from primary and secondary research, our proprietary databases as well as real-time data from several industry and government sources.

## Contents

### **EXECUTIVE SUMMARY**

Impact of Covid-19 on Global Animation & VFX  
Impact of Covid-19 on Industry Value Chain

### **EUROPEAN ANIMATION INDUSTRY**

#### DEMAND FOR TV CONTENT

Feature Film Industry in Europe

#### MARKETING AND MERCHANDISING

Trends in Europe

#### COLLABORATION AMONG EUROPEAN STUDIOS

#### DRIVERS FOR SUCCESS

#### ANIMATION COST STRUCTURES IN EUROPE

Animation Movie Budgets in Europe

Strategies and Models for Animation financing in Europe

#### ANIMATION FUNDING AGENCIES

#### CENTRALISED ANIMATION FUNDING AGENCIES IN EUROPE

Television Series Development in Europe

#### PITCHING TELEVISION SERIES TO BROADCASTERS

Copyright Chain in Europe

Co-Production Strategies in Europe

#### CONTRACTUAL ISSUES

#### KEY RIGHTS IN CO-PRODUCTION AGREEMENTS

#### CO-PRODUCTIONS AND OUTSOURCING

Distribution Strategies in Europe

#### PRODUCER-DISTRIBUTOR CO-FINANCING PATTERNS

3D Market in Europe

#### ADVANTAGES OF 3D

#### DISADVANTAGES OF 3D

Industry Constraints and Challenges

### **MARKET SIZE OF EUROPEAN ANIMATION & VFX**

Animation Content demand by TV Channels in Europe  
European Animation & VFX industry Market Size



## **GERMANY ANIMATION & VFX**

Impact of Covid-19 on German Animation & VFX

Recent Movie Trends in Germany

History and Evolution of German Animation & VFX Industry

FOREIGN INFLUENCE

EARLY ATTEMPTS AT LOCAL CONTENT DEVELOPMENT

LATER ATTEMPTS AT LOCAL CONTENT DEVELOPMENT

GERMAN ANIMATION DURING THE 1990S

Industry Structure and Location

CO-PRODUCTIONS IN GERMANY

German Animation funding

TYPES OF PUBLIC FUNDING IN GERMANY

FEDERAL FUNDING

REGIONAL FUNDS

PRIVATE FUNDING SOURCES IN GERMANY

Animation Schools in Germany

Strategies for German Studios

Key Players in the German Animation & VFX Industry

Size of Animation Industry in Germany

Animation Studios in Germany

Television Channels in Germany

TERRESTRIAL TELEVISION

CABLE TELEVISION

ANIMATION TELEVISION CHANNELS IN GERMANY

## **UK ANIMATION & VFX**

Impact of Covid-19 on UK Animation & VFX

Industry Structure

Recent Movie Trends in the UK

Size of Animation Industry in the UK

INDUSTRY SUCCESS

CHALLENGES

INDUSTRY SKILL SETS

Role of Television Channels

TERRESTRIAL TELEVISION

CABLE TELEVISION

Animation Co-Productions in the UK

Animation Studios in the UK  
STRATEGIES FOR ANIMATION STUDIOS IN UK  
Animation Television Channels in UK

## **ITALY ANIMATION & VFX**

Impact of Covid-19 on Italy's Animation & VFX  
Recent Movie Trends in Italy  
Government Support  
Role of Television Channels  
TERRESTRIAL TELEVISION  
Challenges  
Size of Animation Industry in Italy  
Animation Co-Productions in Italy  
Strategies for Animation Studios in Italy  
Key Statistics about Animation Studios in Italy  
Animation Studios in Italy

## **FRANCE ANIMATION & VFX**

Impact of Covid-19 on French UK Animation & VFX  
Recent Movie Trends in France  
French Visual Effects Sector  
Animation Co-productions in France  
Size of Animation Industry in France  
TELEVISION CONTENT PRODUCTION IN FRANCE  
TELEVISION PRODUCTION BUDGETS IN FRANCE  
INVESTMENTS BY FRENCH TV CHANNELS IN ANIMATION  
COST PER HOUR OF ANIMATION BY FRENCH TV CHANNELS  
Challenges for French Animation Industry  
Government Support  
Financing in French Animation  
TRENDS IN FINANCING SMALL BUDGET ANIMATION PRODUCTIONS IN FRANCE  
DISTRIBUTION  
Role of Television Channels  
TERRESTRIAL TELEVISION  
CABLE TELEVISION  
Strategies for Animation Studios in France  
Data of Animation Studios in France

Animation Studios in France  
Animation Television Channels in France  
FRANCE 5

## **SPAIN ANIMATION & VFX**

Impact of Covid-19 on Spanish Animation & VFX  
Key Trends in the Spanish Animation & VFX Industry  
Key Industry Recommendations  
Movie Trends in Spain  
Value of Animation Industry in Spain  
Animation content produced in Spain  
Government Support  
PUBLIC FUNDING SYSTEM IN SPAIN  
Role of Television Channels  
TERRESTRIAL TELEVISION  
CABLE TELEVISION  
Animation Co-Production in Spain  
Strategies for Animation Studios in Spain  
INDUSTRY CHALLENGES  
INDUSTRY DRIVERS  
OPPORTUNITIES  
Key Statistics about Animation Studios in Spain  
Animation Studios in Spain

## **DENMARK ANIMATION & VFX**

Impact of Covid-19 on Danish Animation & VFX  
Recent Movie Trends in Denmark  
Challenges  
Strategies for Animation Studios in Denmark  
Value of Animation Industry in Denmark  
Size of Animation Industry in Denmark  
Animation Co-Production in Denmark  
Animation Funding in Denmark  
Animation Studios in Denmark

## **SWEDEN ANIMATION & VFX**

Impact of Covid-19 on Swedish Animation & VFX  
Recent Movie Trends in Sweden  
Animation film market in Sweden  
Challenges  
Strategies for Animation Studios in Sweden  
Value of Animation Industry in Sweden  
Size of Animation Industry in Sweden  
Key Statistics about Animation Studios in Sweden

## **HUNGARY ANIMATION & VFX**

Value of Animation Industry in Hungary  
Impact of Covid-19 on Hungarian Animation & VFX  
Size of Animation Industry in Hungary  
Government Support  
Industry in Transition  
CO-PRODUCTIONS  
FULL LENGTH FILMS  
NATIONAL FILM FUND

## **RUSSIA ANIMATION & VFX**

Impact of Covid-19 on Russian Animation & VFX  
Animation Film market in Russia  
GLOBALLY SUCCESSFUL RUSSIAN ANIMATIONS  
INDUSTRY DRIVERS  
CHALLENGES  
GOVERNMENT SUPPORT AND ANIMATION FUNDING IN RUSSIA  
INDUSTRY OPPORTUNITIES  
Strategies for Animation Studios in Russia  
Animation Studios in Russia  
Value of Animation Industry in Russia  
Size of Animation Industry in Russia  
Statistics on Animation Studios in Russia

## **NORWAY ANIMATION & VFX**

Impact of Covid-19 on Norwegian Animation & VFX  
Recent Movie Trends in Norway

Industry evolution and key Animation Productions  
KEY ANIMATION PRODUCTION COMPANIES IN NORWAY  
NORWAY'S FIRST 3D ANIMATED FEATURE FILM  
Animation Film market in Norway  
Industry Drivers, Challenges & Opportunities  
Animation Funding in Norway  
Value of Animation Industry in Norway  
Size of Animation Industry in Norway  
Key statistics about Animation industry in Norway

## **CZECH ANIMATION & VFX**

Impact of Covid-19 on Czech Animation & VFX  
Industry evolution and key Animation Productions  
SUCCESSFUL CZECH ANIMATIONS  
Animation Film market in Czech Republic  
Recent Movie Trends in Czech Republic  
Key Animation Production Companies in Czech Republic  
Industry Drivers, Challenges & Opportunities  
Strategies for Animation Studios in Czech Republic  
Animation Funding in Czech Republic  
Value of Animation Industry in the Czech Republic  
Size of Animation Industry in Czech Republic  
Key statistics about Animation industry in Czech Republic

## **SLOVAKIA ANIMATION & VFX**

Impact of Covid-19 on Slovak Animation & VFX  
Industry evolution and key Animation Productions  
SUCCESSFUL SLOVAK ANIMATIONS  
Industry Drivers, Challenges & Opportunities  
Strategies for Animation Studios in Slovakia  
Animation Funding in Slovakia  
Value of Animation Industry in the Slovakia  
Size of Animation Industry in Slovakia  
Key statistics about Animation industry in Slovakia

## **SLOVENIA ANIMATION & VFX**

Impact of Covid-19 on Slovene Animation & VFX  
Industry Drivers, Challenges & Opportunities  
Strategies for Animation Studios in Slovenia  
Value of Animation Industry in the Slovenia  
Size of Animation Industry in Slovenia  
Key statistics about Animation industry in Slovenia

## **TURKEY ANIMATION & VFX**

Impact of Covid-19 on Turkish Animation & VFX  
Recent Movie Trends in Turkey  
Animation Studios in Turkey  
Animation Schools in Turkey  
Government Support  
Industry Challenges, Opportunities & Drivers  
Strategies for Animation Studios in Turkey  
Key Statistics about Animation Industry in Turkey

## **POLAND ANIMATION & VFX**

Impact of Covid-19 on Polish Animation & VFX  
Successful Polish animations  
**INDUSTRY EVOLUTION AND KEY ANIMATION PRODUCTIONS**  
Key Animation Production Companies in Poland  
Animation Funding in Poland  
Industry Drivers, Challenges & Opportunities  
Strategies for Animation Studios in Poland  
Value of Animation Industry in Poland  
Size of Animation Industry in Poland  
Key statistics about Animation industry in Poland

## **NETHERLANDS ANIMATION & VFX**

Impact of Covid-19 on Netherlands Animation & VFX  
Successful Dutch Animations  
Key Animation Production Companies in Netherlands  
Animation Funding in Netherands  
Strategies for Animation Studios in Netherlands  
**INDUSTRY DRIVERS**

## CHALLENGES

## OPPORTUNITIES

Value of Animation Industry in the Netherlands

Animation content produced in Netherlands

Key statistics about Animation industry in Netherlands

## **FINLAND ANIMATION & VFX**

Impact of Covid-19 on Finland Animation & VFX

Industry evolution and key Animation productions

Globally successful Finnish animations

Government Support

## Figures & Tables

### FIGURES AND TABLES

TABLE: IMPACT OF COVID-19 ON GLOBAL ANIMATION & VFX

TABLE: LEADING EUROPEAN ANIMATION FILMS BY THEATRE ADMISSIONS

TABLE: LEADING EUROPEAN FILM COMPANIES

TABLE: LEADING EUROPEAN FILM SCHOOLS

FIGURE: CINEMA TICKET PRICES IN EUROPE

TABLE: LEADING EUROPEAN ANIMATION LICENSORS AND LICENSED PROPERTIES

TABLE: EUROPEAN ANIMATION FILM BUDGETS

TABLE: EUROPEAN ANIMATED FILMS

TABLE: ANIMATION FUNDING BODIES IN EUROPE

FIGURE: EURIMAGES CO-PRODUCTIONS FUNDING PATTERN

FIGURE: ANIMATION CO-PRODUCTIONS FUNDED BY EURIMAGES

TABLE: LEADING ANIMATION BROADCASTERS IN EUROPE

TABLE: LEADING ANIMATION DISTRIBUTORS IN EUROPE

TABLE: LEADING CHILDREN'S CONTENT BROADCASTERS IN EUROPE

FIGURE: GLOBAL ANIMATION CO-PRODUCTION NETWORK OF EUROPEAN STUDIOS

TABLE: ANIMATION CONTENT DEMAND FORECAST – TV CHANNELS IN EUROPE

FIGURE: BREAK-UP OF ANIMATION CONTENT DEMAND BY TV CHANNELS IN EUROPE

FIGURE: MARKET SIZE OF EUROPEAN ANIMATION & VFX INDUSTRY

TABLE: IMPACT OF COVID-19 ON GLOBAL ANIMATION, VFX & VIDEO GAMES

FIGURE: GERMAN BOX OFFICE STATISTICS

FIGURE: NUMBER OF SCREENS IN GERMANY

FIGURE: BOX OFFICE REVENUES IN GERMANY

FIGURE: CINEMA SEATS IN GERMANY

FIGURE: GERMAN FILM ADMISSION STATISTICS

FIGURE: GERMAN FILM ATTENDANCE INDEX

FIGURE: GERMAN FILM PRODUCTIONS PER YEAR

TABLE: ANIMATION FEATURE FILMS PRODUCED IN GERMANY

TABLE: CHILDREN'S TV CHANNELS IN GERMANY

FIGURE: ANIMATION CO-PRODUCTION NETWORK IN GERMANY

TABLE: REGIONAL FILM FUNDS IN GERMANY

TABLE: FINANCING SOURCES FOR FEATURE FILMS IN GERMANY

TABLE: FINANCING SOURCES FOR TV SERIES IN GERMANY



TABLE: ANIMATION SCHOOLS IN GERMANY  
TABLE: LEADING ANIMATION & VFX STUDIOS IN GERMANY  
FIGURE: SIZE OF ANIMATION INDUSTRY IN GERMANY  
FIGURE: NUMBER OF ANIMATION STUDIOS IN GERMANY  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN GERMANY BASED ON SIZE  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN GERMANY BASED ON APPLICATIONS  
FIGURE: 3D ANIMATION SALARIES IN GERMANY  
FIGURE: 2D ANIMATION SALARIES IN GERMANY  
FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN GERMANY  
FIGURE: GAMING SALARIES IN GERMANY  
TABLE: IMPACT OF COVID-19 ON UK ANIMATION & VFX  
FIGURE: UK FILM ADMISSION STATISTICS  
FIGURE: NUMBER OF SCREENS IN THE UK  
FIGURE: BOX OFFICE REVENUES IN THE UK  
FIGURE: UK FILM ATTENDANCE INDEX  
FIGURE: UK FILM PRODUCTIONS PER YEAR  
FIGURE: THEATRE ADMISSIONS IN THE UK  
FIGURE: SIZE OF ANIMATION INDUSTRY IN THE UK  
TABLE: ANIMATION FEATURE FILMS PRODUCED IN THE UK  
TABLE: FILM FUNDING BODIES IN THE UK  
TABLE: FILM COMMISSIONS IN THE UK  
TABLE: CHILDREN'S TV CHANNELS IN THE UK  
FIGURE: ANIMATION CO-PRODUCTION NETWORK IN UK  
TABLE: ANIMATION STUDIOS IN THE UK  
FIGURE: NUMBER OF ANIMATION STUDIOS IN THE UK  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN THE UK BASED ON SIZE  
FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN THE UK BASED ON CAPABILITIES  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN THE UK BASED ON APPLICATIONS  
FIGURE: 3D ANIMATION SALARIES IN THE UK  
FIGURE: 2D ANIMATION SALARIES IN THE UK  
FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN THE UK  
FIGURE: GAMING SALARIES IN THE UK  
TABLE: IMPACT OF COVID-19 ON ITALY'S ANIMATION & VFX  
FIGURE: ITALIAN FILM ADMISSION STATISTICS  
FIGURE: NUMBER OF SCREENS IN ITALY  
FIGURE: BOX OFFICE REVENUES IN ITALY

FIGURE: ITALIAN FILM ATTENDANCE INDEX  
FIGURE: ITALIAN FILM PRODUCTIONS PER YEAR  
FIGURE: THEATRE ADMISSIONS IN ITALY  
TABLE: FILM FUNDING BODIES IN ITALY  
TABLE: FILM COMMISSIONS IN ITALY  
TABLE: ANIMATION FEATURE FILMS PRODUCED IN ITALY  
TABLE: CHILDREN'S TV CHANNELS IN ITALY  
FIGURE: SIZE OF ANIMATION INDUSTRY IN ITALY  
FIGURE: ANIMATION CO-PRODUCTION NETWORK IN ITALY  
TABLE: ANIMATION STUDIOS IN ITALY  
FIGURE: NUMBER OF ANIMATION STUDIOS IN ITALY  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN ITALY BASED ON SIZE  
FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN ITALY BASED ON CAPABILITIES  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN ITALY BASED ON APPLICATIONS  
FIGURE: 3D ANIMATION SALARIES IN ITALY  
FIGURE: 2D ANIMATION SALARIES IN ITALY  
FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN ITALY  
FIGURE: GAMING SALARIES IN ITALY  
TABLE: IMPACT OF COVID-19 ON FRENCH ANIMATION & VFX  
FIGURE: FRENCH FILM ADMISSION STATISTICS  
FIGURE: NUMBER OF SCREENS IN FRANCE  
FIGURE: BOX OFFICE REVENUES IN FRANCE  
FIGURE: FRENCH FILM ATTENDANCE INDEX  
FIGURE: FRENCH FILM PRODUCTIONS PER YEAR  
FIGURE: THEATRE ADMISSIONS IN FRANCE  
FIGURE: ANIMATION CO-PRODUCTION NETWORK IN FRANCE  
FIGURE: SIZE OF ANIMATION INDUSTRY IN FRANCE  
FIGURE: TELEVISION CONTENT PRODUCTION IN FRANCE  
FIGURE: TELEVISION PRODUCTION BUDGETS IN FRANCE  
FIGURE: INVESTMENTS BY FRENCH TV CHANNELS IN ANIMATION  
FIGURE: COST PER HOUR OF ANIMATION BY FRENCH TV CHANNELS  
TABLE: FILM COMMISSIONS IN FRANCE  
FIGURE: FINANCING IN FRENCH ANIMATION  
TABLE: FILM FUNDING BODIES IN FRANCE  
TABLE: COST BREAK-UP OF SMALL BUDGET ANIMATION PRODUCTIONS IN FRANCE  
TABLE: REVENUE BREAK-UP FOR SMALL BUDGET ANIMATION PRODUCTIONS

**IN FRANCE**

TABLE: ANIMATION FEATURE FILMS PRODUCED IN FRANCE

TABLE: CHILDREN'S TV CHANNELS IN FRANCE

TABLE: ANIMATION STUDIOS IN FRANCE

FIGURE: NUMBER OF ANIMATION STUDIOS IN FRANCE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN FRANCE BASED ON SIZE

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN FRANCE BASED ON CAPABILITIES

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN FRANCE BASED ON APPLICATIONS

FIGURE: 3D ANIMATION SALARIES IN FRANCE

FIGURE: 2D ANIMATION SALARIES IN FRANCE

FIGURE: WEB &amp; MOBILE ANIMATION ANIMATION SALARIES IN FRANCE

FIGURE: GAMING SALARIES IN FRANCE

TABLE: IMPACT OF COVID-19 ON SPANISH ANIMATION &amp; VFX

TABLE: KEY ANIMATION SERIES PRODUCTIONS IN SPAIN

FIGURE: SPAIN FILM ADMISSION STATISTICS

FIGURE: NUMBER OF SCREENS IN SPAIN

FIGURE: BOX OFFICE REVENUES IN SPAIN

FIGURE: SPANISH FILM ATTENDANCE INDEX

FIGURE: SPANISH FILM PRODUCTIONS PER YEAR

FIGURE: THEATRE ADMISSIONS IN SPAIN

TABLE: ANIMATION FEATURE FILMS PRODUCED IN SPAIN

TABLE: CHILDREN'S TV CHANNELS IN SPAIN

FIGURE: VALUE OF ANIMATION INDUSTRY IN SPAIN

FIGURE: NUMBER OF PEOPLE EMPLOYED IN SPANISH ANIMATION &amp; VFX INDUSTRY

FIGURE: HOURS OF ANIMATION CONTENT PRODUCED IN SPAIN

TABLE: FILM SCHOOLS IN SPAIN

TABLE: ANIMATION SCHOOLS IN SPAIN

TABLE: FILM FUNDING BODIES IN SPAIN

TABLE: FILM COMMISSIONS IN SPAIN

FIGURE: ANIMATION CO-PRODUCTION NETWORK IN SPAIN

TABLE: ANIMATION STUDIOS IN SPAIN

FIGURE: NUMBER OF ANIMATION STUDIOS IN SPAIN

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN SPAIN BASED ON SIZE

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN SPAIN BASED ON CAPABILITIES

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN SPAIN BASED ON

**APPLICATIONS**

FIGURE: 3D ANIMATION SALARIES IN SPAIN

FIGURE: 2D ANIMATION SALARIES IN SPAIN

FIGURE: WEB &amp; MOBILE ANIMATION ANIMATION SALARIES IN SPAIN

FIGURE: GAMING SALARIES IN SPAIN

TABLE: ANIMATION FEATURE FILMS PRODUCED IN DENMARK

TABLE: CHILDREN'S TV CHANNELS IN DENMARK

TABLE: IMPACT OF COVID-19 ON DANISH ANIMATION &amp; VFX

FIGURE: DANISH FILM ADMISSION STATISTICS

FIGURE: NUMBER OF SCREENS IN DENMARK

FIGURE: BOX OFFICE REVENUES IN DENMARK

FIGURE: DANISH FILM ATTENDANCE INDEX

FIGURE: DANISH FILM PRODUCTIONS PER YEAR

FIGURE: THEATRE ADMISSIONS IN DENMARK

FIGURE: VALUE OF ANIMATION INDUSTRY IN DENMARK

FIGURE: SIZE OF ANIMATION INDUSTRY IN DENMARK

FIGURE: GLOBAL ANIMATION CO-PRODUCTION NETWORK IN DENMARK

TABLE: FILM FUNDING BODIES IN DENMARK

TABLE: FILM COMMISSIONS IN DENMARK

TABLE: ANIMATION STUDIOS IN DENMARK

FIGURE: NUMBER OF ANIMATION STUDIOS IN DENMARK

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN DENMARK BASED ON SIZE

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN DENMARK BASED ON CAPABILITIES

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN DENMARK BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE DANISH ANIMATION INDUSTRY

FIGURE: 3D ANIMATION SALARIES IN DENMARK

FIGURE: 2D ANIMATION SALARIES IN DENMARK

FIGURE: WEB &amp; MOBILE ANIMATION ANIMATION SALARIES IN DENMARK

FIGURE: GAMING SALARIES IN DENMARK

TABLE: IMPACT OF COVID-19 ON SWEDISH ANIMATION &amp; VFX

FIGURE: SWEDISH FILM ADMISSION STATISTICS

FIGURE: NUMBER OF SCREENS IN SWEDEN

FIGURE: BOX OFFICE REVENUES IN SWEDEN

FIGURE: SWEDISHFILM ATTENDANCE INDEX

FIGURE: SWEDISH FILM PRODUCTIONS PER YEAR

FIGURE: THEATRE ADMISSIONS IN SWEDEN

TABLE: ANIMATION FILMS PRODUCED IN SWEDEN  
TABLE: CHILDREN'S TV CHANNELS IN SWEDEN  
TABLE: FILM FUNDING BODIES IN SWEDEN  
TABLE: FILM COMMISSIONS IN SWEDEN  
FIGURE: VALUE OF ANIMATION INDUSTRY IN SWEDEN  
FIGURE: SIZE OF ANIMATION INDUSTRY IN SWEDEN  
TABLE: ANIMATION STUDIOS IN SWEDEN  
FIGURE: NUMBER OF ANIMATION STUDIOS IN SWEDEN  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN SWEDEN BASED ON SIZE  
FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN SWEDEN BASED ON CAPABILITIES  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN SWEDEN BASED ON APPLICATIONS  
FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE SWESISH ANIMATION INDUSTRY  
FIGURE: 3D ANIMATION SALARIES IN SWEDEN  
FIGURE: 2D ANIMATION SALARIES IN SWEDEN  
FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN SWEDEN  
FIGURE: GAMING SALARIES IN SWEDEN  
FIGURE: PROMINENT HUNGARIAN ANIMATIONS  
FIGURE: VALUE OF ANIMATION INDUSTRY IN HUNGARY  
TABLE: IMPACT OF COVID-19 ON HUNGARIAN ANIMATION & VFX  
FIGURE: SIZE OF ANIMATION INDUSTRY IN HUNGARY  
TABLE: ANIMATION FEATURE FILMS PRODUCED IN HUNGARY  
TABLE: ANIMATION TV CHANNELS IN HUNGARY  
TABLE: ANIMATION SCHOOLS IN HUNGARY  
TABLE: FILM FUNDING BODIES IN HUNGARY  
TABLE: FILM COMMISSIONS IN HUNGARY  
TABLE: ANIMATION STUDIOS IN HUNGARY  
FIGURE: NUMBER OF ANIMATION STUDIOS IN HUNGARY  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN HUNGARY BASED ON SIZE  
FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN HUNGARY BASED ON CAPABILITIES  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN HUNGARY BASED ON APPLICATIONS  
FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE HUNGARIAN ANIMATION INDUSTRY  
FIGURE: 3D ANIMATION SALARIES IN HUNGARY  
FIGURE: 2D ANIMATION SALARIES IN HUNGARY

FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN HUNGARY  
FIGURE: GAMING SALARIES IN HUNGARY  
TABLE: IMPACT OF COVID-19 ON RUSSIAN ANIMATION & VFX  
FIGURE: KEY RUSSIAN ANIMATION PRODUCTIONS  
TABLE: KEY RUSSIAN ANIMATION PRODUCTIONS  
TABLE: CHILDREN'S TV CHANNELS IN RUSSIA  
TABLE: ANIMATION STUDIOS IN RUSSIA  
TABLE: ANIMATION SCHOOLS IN RUSSIA  
FIGURE: VALUE OF ANIMATION INDUSTRY IN RUSSIA  
FIGURE: SIZE OF ANIMATION INDUSTRY IN RUSSIA  
FIGURE: NUMBER OF ANIMATION STUDIOS IN RUSSIA  
FIGURE: ANIMATION STUDIOS IN RUSSIA BASED ON SIZE  
FIGURE: ANIMATION STUDIOS IN RUSSIA BASED ON CAPABILITIES  
FIGURE: ANIMATION STUDIOS IN RUSSIA BASED ON APPLICATIONS  
FIGURE: PEOPLE EMPLOYED IN THE RUSSIAN ANIMATION INDUSTRY  
FIGURE: COST OF PRODUCING ONE EPISODE OF ANIMATION IN RUSSIA  
FIGURE: ANIMATION OUTPUT OF RUSSIAN ANIMATION INDUSTRY  
FIGURE: BREAK-UP OF ANIMATION OUTPUT OF RUSSIAN ANIMATION INDUSTRY  
FIGURE: 3D ANIMATION SALARIES IN RUSSIA  
FIGURE: 2D ANIMATION SALARIES IN RUSSIA  
FIGURE: WEB & MOBILE ANIMATION SALARIES IN RUSSIA  
FIGURE: GAMING SALARIES IN RUSSIA  
TABLE: IMPACT OF COVID-19 ON NORWEGIAN ANIMATION & VFX  
FIGURE: NORWEGIAN FILM ADMISSION STATISTICS  
FIGURE: NUMBER OF SCREENS IN NORWAY  
FIGURE: BOX OFFICE REVENUES IN NORWAY  
FIGURE: NORWEGIAN FILM ATTENDANCE INDEX  
FIGURE: NORWEGIAN FILM PRODUCTIONS PER YEAR  
FIGURE: THEATRE ADMISSIONS IN NORWAY  
FIGURE: PINCHCLIFFE GRAND PRIX  
TABLE: ANIMATION STUDIOS IN NORWAY  
FIGURE: NORWAY'S FIRST 3D ANIMATED FEATURE FILM  
TABLE: KEY NORWEGIAN ANIMATION PRODUCTIONS  
TABLE: CHILDREN'S TV CHANNELS IN NORWAY  
TABLE: FILM FUNDING BODIES IN NORWAY  
TABLE: FILM COMMISSIONS IN NORWAY  
FIGURE: VALUE OF ANIMATION INDUSTRY IN NORWAY  
FIGURE: SIZE OF ANIMATION INDUSTRY IN NORWAY  
FIGURE: NUMBER OF ANIMATION STUDIOS IN NORWAY

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN NORWAY BASED ON SIZE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN NORWAY BASED ON CAPABILITIES

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN NORWAY BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE NORWEGIAN ANIMATION INDUSTRY

FIGURE: COST OF PRODUCING ONE EPISODE OF ANIMATION WORK IN NORWAY

FIGURE: ANNUAL ANIMATION CONTENT OUTPUT OF NORWEGIAN ANIMATION INDUSTRY

FIGURE: 3D ANIMATION SALARIES IN NORWAY

FIGURE: 2D ANIMATION SALARIES IN NORWAY

FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN NORWAY

FIGURE: GAMING SALARIES IN NORWAY

FIGURE: KRTEK

TABLE: IMPACT OF COVID-19 ON CZECH ANIMATION & VFX

FIGURE: VECERNICEK

FIGURE: NUMBER OF SCREENS IN CZECH REPUBLIC

FIGURE: BOX OFFICE REVENUES IN CZECH REPUBLIC

FIGURE: CZECH FILM ATTENDANCE INDEX

FIGURE: CZECH FILM PRODUCTIONS PER YEAR

FIGURE: THEATRE ADMISSIONS IN CZECH REPUBLIC

TABLE: ANIMATION STUDIOS IN CZECH REPUBLIC

TABLE: KEY CZECH ANIMATION PRODUCTIONS

TABLE: ANIMATION SCHOOLS IN CZECH REPUBLIC

TABLE: CHILDREN'S TV CHANNELS IN CZECH REPUBLIC

FIGURE: VALUE OF ANIMATION INDUSTRY IN CZECH REPUBLIC

FIGURE: SIZE OF ANIMATION INDUSTRY IN CZECH REPUBLIC

FIGURE: NUMBER OF ANIMATION STUDIOS IN CZECH REPUBLIC

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN CZECH REPUBLIC BASED ON SIZE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN CZECH REPUBLIC BASED ON CAPABILITIES

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN CZECH REPUBLIC BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE CZECH ANIMATION INDUSTRY

FIGURE: COST OF PRODUCING ONE EPISODE OF ANIMATION WORK IN CZECH REPUBLIC

FIGURE: ANNUAL ANIMATION CONTENT OUTPUT OF CZECH ANIMATION INDUSTRY

FIGURE: 3D ANIMATION SALARIES IN CZECH REPUBLIC

FIGURE: 2D ANIMATION SALARIES IN CZECH REPUBLIC

FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN CZECH REPUBLIC

FIGURE: GAMING SALARIES IN CZECH REPUBLIC

TABLE: IMPACT OF COVID-19 ON SLOVAK ANIMATION & VFX

TABLE: KEY SLOVAK ANIMATION PRODUCTIONS

TABLE: ANIMATION STUDIOS IN SLOVAKIA

TABLE: ANIMATION SCHOOLS IN SLOVAKIA

TABLE: CHILDREN'S TV CHANNELS IN CZECH REPUBLIC

FIGURE: VALUE OF ANIMATION INDUSTRY IN SLOVAKIA

FIGURE: SIZE OF ANIMATION INDUSTRY IN SLOVAKIA

FIGURE: NUMBER OF ANIMATION STUDIOS IN SLOVAKIA

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE SLOVAK ANIMATION INDUSTRY

FIGURE: COST OF PRODUCING ONE EPISODE OF ANIMATION WORK IN SLOVAKIA

FIGURE: ANNUAL ANIMATION CONTENT OUTPUT OF SLOVAKIA

FIGURE: 3D ANIMATION SALARIES IN SLOVAKIA

FIGURE: 2D ANIMATION SALARIES IN SLOVAKIA

FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN SLOVAKIA

FIGURE: GAMING SALARIES IN SLOVAKIA

TABLE: ANIMATION STUDIOS IN SLOVENIA

TABLE: ANIMATION SCHOOLS IN SLOVENIA

TABLE: IMPACT OF COVID-19 ON SLOVENE ANIMATION & VFX

FIGURE: VALUE OF ANIMATION INDUSTRY IN SLOVENIA

FIGURE: SIZE OF ANIMATION INDUSTRY IN SLOVAKIA

FIGURE: NUMBER OF ANIMATION STUDIOS IN SLOVENIA

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE SLOVENE ANIMATION INDUSTRY

FIGURE: COST OF PRODUCING ONE EPISODE OF ANIMATION WORK IN SLOVENIA

FIGURE: ANNUAL ANIMATION CONTENT OUTPUT OF SLOVENIA

FIGURE: 3D ANIMATION SALARIES IN SLOVENIA

FIGURE: 2D ANIMATION SALARIES IN SLOVENIA

FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN SLOVENIA

FIGURE: GAMING SALARIES IN SLOVENIA

TABLE: IMPACT OF COVID-19 ON TURKISH ANIMATION & VFX



FIGURE: TURKISH FILM ADMISSION STATISTICS  
FIGURE: NUMBER OF SCREENS IN TURKEY  
FIGURE: BOX OFFICE REVENUES IN TURKEY  
FIGURE: TURKISH FILM ATTENDANCE INDEX  
FIGURE: TURKISH FILM PRODUCTIONS PER YEAR  
FIGURE: THEATRE ADMISSIONS IN TURKEY  
TABLE: ANIMATED FEATURE FILMS IN TURKEY  
TABLE: ANIMATION TV SERIES IN TURKEY  
TABLE: ANIMATION STUDIOS IN TURKEY  
TABLE: ANIMATION SCHOOLS IN TURKEY  
FIGURE: NUMBER OF ANIMATION STUDIOS IN TURKEY  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN TURKEY BASED ON SIZE  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN TURKEY BASED ON CAPABILITIES  
FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN TURKEY BASED ON APPLICATIONS  
FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION WORK IN TURKEY  
FIGURE: ANNUAL ANIMATION CONTENT OUTPUT OF TURKISH ANIMATION INDUSTRY  
FIGURE: BREAK-UP OF ANNUAL ANIMATION CONTENT OUTPUT OF TURKISH ANIMATION INDUSTRY  
FIGURE: 3D ANIMATION SALARIES IN TURKEY  
FIGURE: 2D ANIMATION SALARIES IN TURKEY  
FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN TURKEY  
FIGURE: GAMING SALARIES IN TURKEY  
TABLE: IMPACT OF COVID-19 ON POLISH ANIMATION & VFX  
FIGURE: EARLY POLISH ANIMATION PRODUCTIONS  
FIGURE: ACADEMY AWARD WINNING ANIMATION PRODUCTIONS FROM POLAND  
TABLE: ANIMATION STUDIOS IN POLAND  
TABLE: KEY POLISH ANIMATION PRODUCTIONS  
TABLE: FILM FUNDING BODIES IN POLAND  
TABLE: FILM COMMISSIONS IN POLAND  
FIGURE: VALUE OF ANIMATION INDUSTRY IN POLAND  
FIGURE: ANNUAL ANIMATION CONTENT PRODUCED IN POLAND  
FIGURE: NUMBER OF ANIMATION STUDIOS IN POLAND  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN POLAND BASED ON SIZE  
FIGURE: BREAK-UP OF ANIMATION STUDIOS IN POLAND BASED ON

**CAPABILITIES**

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN POLAND BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE POLISH ANIMATION INDUSTRY

FIGURE: COST OF PRODUCING ONE EPISODE OF ANIMATION WORK IN POLAND

FIGURE: ANNUAL ANIMATION CONTENT PRODUCED BY POLAND

FIGURE: BREAK-UP OF ANNUAL ANIMATION CONTENT OUTPUT OF POLAND

FIGURE: 3D ANIMATION SALARIES IN POLAND

FIGURE: 2D ANIMATION SALARIES IN POLAND

FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN POLAND

FIGURE: GAMING SALARIES IN POLAND

TABLE: IMPACT OF COVID-19 ON POLISH ANIMATION & VFX

FIGURE: EARLY DUTCH ANIMATION PRODUCTIONS

FIGURE: ACADEMY AWARD WINNING ANIMATION PRODUCTIONS FROM NETHERLANDS

TABLE: ANIMATION STUDIOS IN THE NETHERLANDS

TABLE: FILM FUNDING BODIES IN NETHERLANDS

FIGURE: VALUE OF ANIMATION INDUSTRY IN NETHERLANDS

FIGURE: HOURS OF ANIMATION CONTENT PRODUCED IN NETHERLANDS

FIGURE: NUMBER OF ANIMATION STUDIOS IN NETHERLANDS

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN NETHERLANDS BASED ON SIZE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN NETHERLANDS BASED ON CAPABILITIES

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN NETHERLANDS BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE DUTCH ANIMATION INDUSTRY

FIGURE: COST OF PRODUCING ONE EPISODE OF ANIMATION WORK IN NETHERLANDS

FIGURE: ANNUAL ANIMATION CONTENT PRODUCED BY NETHERLANDS

FIGURE: BREAK-UP OF ANNUAL ANIMATION CONTENT OUTPUT OF NETHERLANDS

FIGURE: 3D ANIMATION SALARIES IN NETHERLANDS

FIGURE: 2D ANIMATION SALARIES IN NETHERLANDS

FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN NETHERLANDS

FIGURE: GAMING SALARIES IN NETHERLANDS

TABLE: IMPACT OF COVID-19 ON FINLAND ANIMATION & VFX

FIGURE: EARLY FINNISH ANIMATION PRODUCTIONS

TABLE: ANIMATION FEATURE FILMS PRODUCED IN FINLAND

TABLE: ANIMATION STUDIOS IN FINLAND

FIGURE: KEY FINNISH ANIMATION PRODUCTIONS

FIGURE: 3D ANIMATION SALARIES IN FINLAND

FIGURE 339: 2D ANIMATION SALARIES IN FINLAND

FIGURE: WEB & MOBILE ANIMATION ANIMATION SALARIES IN FINLAND

FIGURE: GAMING SALARIES IN FINLAND

## I would like to order

Product name: Europe Animation & VFX: Strategies, Trends & Opportunities (2022-26) (Includes Covid-19 impact & projections)

Product link: <https://marketpublishers.com/r/E8C3BB8BAB6CEN.html>

Price: US\$ 7,000.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/E8C3BB8BAB6CEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

